

Applicant : Raymond Kurzweil  
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Attorney's Docket No.: 14202-006001

Amendments to the Claims:

This listing of claims replaces all prior versions and listings of claims in the application:

Listing of Claims:

1. (Previously Presented) A virtual reality encounter system comprising,  
a mannequin;  
a camera coupled to the mannequin, the camera capturing an image of a first, physical  
location in which the mannequin is disposed, and producing a first video image signal from the  
first captured image;  
a processor that receives the first video image signal and morphs the first video image  
signal;  
an adapter to send the morphed, first video image signal to a communications network  
and receive a second, video image signal from the communications network, the second video  
image signal of a second, different physical location; and  
a set of goggles to display the second video image of the second, different physical  
location.
2. (Original) The system of claim 1, wherein the processor overlays a virtual environment  
over one or more portions of the video image to form a virtual scene.
3. (Currently Amended) The system method of claim 2, wherein the mannequin is a  
humanoid robot having tactile sensors positioned along the exterior of the robot, the sensors  
sending first tactile signals to the communications network;  
the system further including;  
a body suit having tactile actuators, the tactile actuators receiving second tactile signals  
from the communications network.

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4. (Currently Amended) The system of claim 3, further comprising:

motion sensors positioned throughout the body suit, the motion sensors sending first motion signals corresponding to movements of each sensor relative to a reference point, the first motion signals transmitted to the communications network; and wherein the humanoid robot is a first humanoid robot and the system further comprises:

a second humanoid robot at the second location, the second humanoid robot receiving, from the communications network, second the first motion signals from the motion sensors, the second the first motion signals from the motion sensors causing a movement of the second humanoid robot that is correlated to a movement of the body suit.

5. (Currently Amended) The system of claim 4, wherein the second humanoid robot includes motion actuators corresponding to the motion sensors, the motion actuators causing the second humanoid robot to move.

6. (Currently Amended) The system of claim 4, wherein the second humanoid robot has life-like features, the second humanoid robot comprises:

a body; and  
a microphone coupled to the body, the microphone for sending audio signals, corresponding to sounds in the first second physical location, to the communications network.

7. (Currently Amended) The system of claim 6, wherein the set of goggles further includes a transducer to render the audio signals, received from the communication network, from corresponding to the sounds in the second physical location.

8. (Currently Amended) The system of claim 3, further comprising:  
a first microphone coupled to the first humanoid robot;  
a second humanoid robot in the second location, the second humanoid robot supporting having a second microphone and a second camera; and

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a second set of goggles in the second location to receive the morphed first video image signals ~~from the first camera~~ and a second earphone to receive the audio signals from the first microphone.

9. (Currently Amended) The system of claim 1, further 8, wherein the communications network comprises:

a first communication gateway in the first location;  
a second processor in the second location to process video from the second location; and  
a second communication gateway in the second location, the second processor connected to the first processor via a the communications network.

10. (Original) The system of claim 7, wherein the communications network comprises an interface having one or more channels for:

receiving the audio signals from the microphone;  
receiving the video image from the camera;  
sending the audio signals to the set of goggles; and  
sending the audio signals to the transducer.

11. (Original) The system of claim 7, wherein the body includes an eye socket and the camera is positioned in the eye socket.

12. (Original) The system of claim 7, wherein the body includes an ear canal and the microphone is positioned within the ear canal.

13. (Currently Amended) The system of claim 1, wherein the set of goggles, comprises a wireless receiver to wirelessly receive the morphed video image.

14. (Original) The system of claim 6, wherein the robot comprises a transmitter to wirelessly send the audio signals, the tactile signals, the motion signals and the video image to the communications network.

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15. (Previously Presented) A method of having a virtual encounter, comprising:  
receiving a first video image from a camera coupled to a mannequin, the mannequin disposed in a first physical location;  
morphing the first video image;  
sending the morphed video image over a communications network;  
receiving a second video image from a camera coupled to a second mannequin disposed in a second physical location; and  
rendering the second video image using a set of goggles in the first location, the goggles including displays for rendering the image.

16. (Original) The method of claim 15, further comprising:  
overlaid a virtual environment over one or more portions of the video image to form a virtual scene.

17. (Currently Amended) The method of claim 16, wherein the mannequin is a humanoid robot and the method further comprising:  
sending first tactile signals from the humanoid robot to the communications network, the from tactile sensors positioned along the exterior of the robot; and  
receiving second tactile signals from the communications network at a body suit in the first location, the body suit having tactile actuators responsive to the second tactile signals.

18. (Currently Amended) The method of claim 17, further comprising:  
sending first motion signals from motion sensors positioned throughout over the surface of a human, the first motion signals corresponding to movements of each sensors relative to a reference point, the first motion signals being transmitted to a communications network;  
~~receiving, at the humanoid robot, second motion signals sent by the motion sensors; and causing a movement of the robot that is correlated to a movement of the human based on the second motion signals received from the motion sensors.~~

19. (Original) The method of claim 18, further comprising:

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receiving, at the humanoid robot, second motion signals sent by motion sensors disposed in a second, different physical location; and

causing a movement of the humanoid robot that is correlated to a movement of the human based on the second motion signals received from the motion sensors, wherein receiving comprises

receiving motion signals from the motion sensors at corresponding motion actuators coupled to the humanoid robot, causing a movement comprises the motion actuators causing the humanoid robot to move.

20. (Currently Amended) The method of claim 16, further comprising:

sending first audio signals over the communications network, the audio signals being produced from a microphone coupled to the robot in the a first physical location; and

transducing second audio signals received from the communications network using a transducer embedded in the set of goggles, the second audio signals from a second, different physical location.

21. (Previously Presented) The method of claim 20, further comprising:

sending the second audio signals to the communications network from a second microphone coupled to a second humanoid robot having life-like features;

sending the second video image to the communications network from a second camera coupled to the second humanoid robot mannequin;

rendering the second image received from the communications network onto a monitor coupled to a second set of goggles; and

transducing the audio signals received from the communications network using a second transducer embedded in the second set of goggles.

22. (Original) The method of claim 20, wherein the humanoid robot includes an eye socket and the camera is positioned in the eye socket.

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23. (Original) The method of claim 20, wherein the humanoid robot includes an ear canal and further comprising positioning the microphone within the ear canal.

24. (Original) The method of claim 20, wherein the set of goggles, comprises a receiver to receive the morphed video image.

25. (Original) The method of claim 20, wherein the humanoid robot further comprises a transmitter to wirelessly send the audio signals and the video image to the communications network.

26. (Previously Presented) The system of claim 1, wherein the goggles receive a morphed second video image from the processor.